

So! You've all been waiting for it, I've been hinting at it, and now the time is finally here! I'm going to tell you about my next project after Dissonance!

Recursion!

What is Recursion?

Recursion will be my next Webcomic after Dissonance is finished. It will be a story "action comedy" cartoon meant to evoke the the feeling of the old saturday morning adventure cartoons like the good version of Sonic the Hedgehog. There will be an overarching plot and some good old fashioned animated combat, interesting characters and some big story twists, but ultimately the entire story is meant to be taken in a very lighthearted and humourous way, rather than getting bogged down in serious drama.

When will it start?

Recursion will start when Dissonance finishes. I anticipate Dissonance probably has about a year and a half to two years left in it, but I am dedicated to getting it done before I start on any new projects.

How long will Recursion run?

Recursion has a set plot that will run start to finish. When the plot is over, the comic will end. I expect it to be slightly shorter than Dissonance, thus I am shooting for a three year run.

What format will it be?

Recursion will be presented in black and white, full page or half-page comic installments (I haven't decided yet) updating weekly.

What is the comic about?

Recursion is initially set in a futuristic anthropomorphic universe where the fuzzy inhabitants of the homeworld Gaia have developed space travel and have been colonizing other worlds and building

distant space stations for hundreds of years.

Unfortunately, the spirit of unity that the Gaian space exploration began with has long since dissolved. A criminal organization known as Gehnn, once content with simply raiding trade convoys and trafficking in contraband substances had grown up into a full fledged military organization bent on forcefully seizing control of the galaxy's governments. With many of the border worlds in their pockets and the funding to build and buy the best military equipment in the galaxy, they wage an all out war on the Gaian Alliance.

In this midst of this turmoil, a major discovery on Gaia has recently come to light. The discovery of the tomb of an ancient hero who, according to a legend from the time history was just beginning to be recorded, died fighting back an invasion of demons. While her legend is widely known, she was thought to be no more than a myth, as according to the legend she had a myriad of supernatural powers, including the ability to shoot lightning from her palms, commune with spirits and defend herself with pure light. The fact that she reportedly rallied the peoples of ancient Gaia to fend off an invasion of giant monsters and supernatural spirits certainly didn't help. However, The discovery of her tomb has some rethinking their beliefs.

The alliance, locked in a brutal war and desperate to find any advantage, decided to clone the hero in attempt to understand and possibly use her reported powers. However, much to their dismay, the clone (Jade) turned out to have no supernatural abilities at all. The project was scrapped and Jade was raised to adulthood the old fashioned way, with a foster family and a proper education. And when she was old enough, volunteered to join the military to fight back Gehnn corruption. The war, however, in the time it took her to grow up, has turned in favour of the alliance. Victories have been

made on all fronts and the Gehnn continue to withdraw, to the point that only one major stronghold remains. And Jade is assigned to the fight in the final push to destroy the Gehnn once and for all.

This is where the story begins.

The assault on the last Gehnn stronghold does not go well. Their forces are stronger there than anyone could have predicted. They have brought all assets and resources they have to this one location, and it is during the assault that Jade learns why. Their stronghold is, in fact, a research facility where they have been studying recursion theory. Once only theoretical, recursion is the theory that a strand of diverging quantum realities could be bent back in upon itself, creating a brief window where two points in time are connected and one could travel back in time. The Gehnn have brought this theory out of the realm of the hypothetical and into reality, building a massive recursive gate. Their plan is simple. Take what resources they have left and travel back in time to conquer Gaia in a time when they are too primitive to fight back.

The Alliance assault on the Recursive gate fails, and the the Gehnn escape. And Jade, in a moment of fate, pushes her way through just before the gate closes. Travelling back in time with the Gehnn to bronze-age Gaia, where she must stop the Gehnn invasion.

The rest of the story takes off from here, it follows Jade as she thwarts the Gehnn's plans and rallies the ancient people of Gaia, fulfilling her role as the ancient hero of the past. The supernatural powers of her and her enemy are in fact, technology that the people of the time simply misinterpret as magic.

Jade's story will be a mix of discovery as the reader discovers the true events described by the legend, a good deal of comedy, a bit of romance, and the nagging feeling of impending tragedy knowing

that if history plays out the same way it did last time, Jade may wind up in that tomb once again.

Who will be in it?

Many characters are still being worked on, but I have a few with you to share.

First is Jade, the heroine. Those who have been following me a long time may recognize the name, she is based on an old character I used to have, but with a lot of the "emo" aspects stripped away. She is strong and independant, and a creative thinker. But will sometimes let her emotions get the best of her. She very much follows her heart in determining what is right and wrong, and can come up with some unorthodox solutions to get the job done.

C.L.I.P. (Computerized Library Interface Personality) is the AI built into Jade's tech, who interacts with her through a small projection from her ear piece or a large projection from her wrist device. CLIP is a prototype AI designed to manage the massive database of knowledge and sensory information contained in Jade's tech, and provides extremely useful information to her when tasked. New in this design however is the Active Suggestion feature (which for convenience sake cannot be turned off) causing CLIP to provide semi useful and sometimes terrible advice at any point he feels it relevent. CLIP is very much a comic releif character and an excuse for me to bring back the kind of Fox-style-silliness that characterized Faulty Logic.

Kelik, a simple farmer living in ancient Gaia, is thrust into defending his home when the Gehnn begin their initial shock and awe assaults. His cool-headedness in tight situations and valiant nature allow him to rally others and save lives while others are simply too stunned to think clearly. He and Jade will grow extremely close as the story continues, and he will be a major player in the resistance movement

that forms behind Jade and her efforts.

Will this be more like Faulty Logic or Dissonance?

Originally when I started doing Dissonance I wanted to kind of get away from the kind of gag a day and silly humour that characterized Faulty Logic, I felt that I was growing more mature as a writer and wanted to branch out. but I think in creating Dissonance I tried too hard to make something serious and lost out on the physical and random "Cartoony" humour that I really cut my teeth on, and I want some of that back. You can expect some Fox-style physical humour, exaggerated expressions and even some observational meta-humour like from Faulty Logic, but will keep Dissonance style continuity and character development (although much less dark than Dissonance has been)

What Inspired This?

Many years ago I played a game called Okami, which has a time travel part in the plot. And the way they originally set it up, I started to form an idea in my head about where it was going. And I thought it was going to be the greatest time travel twist of all time. Unfortunately though, they went a completely different direction with it and I was very sad. Ever since then, I've wanted to do the Paradox I THOUGHT was going to happen and do it right.

Anything else?

Nope, that's all! I hope to see you all at the Launch of Recursion! (In a little less than two years)